What is claimed is:

1.   A sender in a multicast subscription system having a
multiplicity of subscribers, the sender comprising:
        a negative acknowledge (NACK) server; and
        an attentiveness monitor which monitors the activity
at said NACK server.

2.   A sender according to claim 1 and also comprising a
NACK incident generator which disturbs the flow of data
between said sender and said subscribers.

3.   A sender according to claim 2 and wherein said NACK
incident generator alters the sent and pending queues.

4.   A sender according to claim 3 and wherein said NACK
incident generator places a packet in said sent queue which
was never transmitted.

5.   A sender according to claim 3 and wherein said NACK
incident generator alters the packet sequence number.

6.   A sender according to claim 3 and wherein said NACK
incident generator increments the sequence number relative
to the sequence of packets that actually need to be sent.

7.   A sender according to claim 1 and wherein said
attentiveness monitor determines whether or not there are
attentive subscribers from the activity at said NACK
server.

8.   A sender in a multicast subscription system having a
multiplicity of subscribers, the sender comprising:
        a negative acknowledge (NACK) server; and
        a NACK incident generator which disturbs the flow of

5   data between said sender and said subscribers.

9.   A sender according to claim 8 and wherein said NACK
incident generator alters the sent and pending queues.

10   10.   A sender according to claim 8 and wherein said NACK
incident generator places a packet in said sent queue which
was never transmitted.

11.   A sender according to claim 8 and wherein said NACK
15   incident generator alters the packet sequence number.

12.   A sender according to claim 8 and wherein said NACK
incident generator increments the sequence number relative
to the sequence of packets that actually need to be sent.

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13.   A method of sending packets to a multiplicity of
subscribers in a multicast subscription system, the method
comprising:
        monitoring the activity at a NACK server.

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14.   A method according to claim 13 and wherein said
monitoring includes determining whether or not there are
attentive subscribers from the activity at said NACK
server.

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15.   A method according to claim 13 and also comprising
disturbing the flow of data between said sender and said
subscribers.

16. A method according to claim 15 and wherein said disturbing comprises altering the sent and pending queues.

17. A method according to claim 15 and wherein said disturbing comprises placing a packet in said sent queue which was never transmitted.

18. A method according to claim 15 and wherein said disturbing comprises altering the packet sequence number.

19. A method according to claim 15 and wherein said disturbing comprises incrementing the sequence number relative to the sequence of packets that actually need to be sent.

20. A method of sending packets to a multiplicity of subscribers in a multicast subscription system, the method comprising:

    disturbing the flow of data between said sender and said subscribers.

21. A method according to claim 20 and wherein said disturbing comprises altering the sent and pending queues.

22. A method according to claim 20 and wherein said disturbing comprises placing a packet in said sent queue which was never transmitted.

23. A method according to claim 20 and wherein said disturbing comprises altering the packet sequence number.

24. A method according to claim 20 and wherein said disturbing comprises incrementing the sequence number relative to the sequence of packets that actually need to be sent.

25. A method of sending packets to a multiplicity of subscribers in a multicast subscription system, the method comprising:

having packets in a sent queue which were never in a pending queue.

26. A method of sending packets to a multiplicity of subscribers in a multicast subscription system, the method comprising:

creating a NACK generation incident in order to determine if said sender has any attentive subscribers.

27. A computer product readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for transmission of packets to a multiplicity of subscribers in a multicast subscription system, said method steps comprising:

monitoring the activity at a NACK server.

28. A product according to claim 27 and wherein said monitoring includes determining whether or not there are attentive subscribers from the activity at said NACK server.

29. A product according to claim 27 and also comprising disturbing the flow of data between said sender and said subscribers.

30.   A product according to claim 29 and wherein said disturbing comprises altering the sent and pending queues.

31.   A product according to claim 29 and wherein said disturbing comprises placing a packet in said sent queue which was never transmitted.

32.   A product according to claim 29 and wherein said disturbing comprises altering the packet sequence number.

33.   A product according to claim 29 and wherein said disturbing comprises incrementing the sequence number relative to the sequence of packets that actually need to be sent.

34.   A computer product readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for transmission of packets to a multiplicity of subscribers in a multicast subscription system, said method steps comprising:
        disturbing the flow of data between said sender and said subscribers.

35.   A product according to claim 34 and wherein said disturbing comprises altering the sent and pending queues.

36.   A product according to claim 34 and wherein said disturbing comprises placing a packet in said sent queue which was never transmitted.

37.   A product according to claim 34 and wherein said disturbing comprises altering the packet sequence number.

38. A product according to claim 34 and wherein said disturbing comprises incrementing the sequence number relative to the sequence of packets that actually need to be sent.

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39. A computer product readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for transmission of packets to a multiplicity of subscribers in a multicast

10   subscription system, said method steps comprising:

   having packets in a sent queue which were never in a pending queue.

40. A computer product readable by a machine, tangibly

15   embodying a program of instructions executable by the machine to perform method steps for transmission of packets to a multiplicity of subscribers in a multicast subscription system, said method steps comprising:

   creating a NACK generation incident in order to

20   determine if said sender has any attentive subscribers.